

4-Shot Electric Confetti Launcher

USER MANUAL



Please read this manual carefully before using the device.



SAFETY INFORMATION

- Always unplug the power cable when the launcher is not in use, when cleaning, or when adding/removing confetti cannons.
- Do not use the launcher in a wet or humid environment.
- Do not place the power plug in water or other liquid.
- Make sure all parts are connected well before turning on the power.
- If the launcher is damaged, immediately turn it off and contact your supplier for help. Do not disassemble the device.

Additional safety information for electric confetti cannons (not included)

- Do not store cannons near sources of flame, flammable goods, or in direct sunlight.
- Do not aim cannons toward people.

FEATURES

- Individual angle adjustment for each cannon
- Three methods to launch confetti cannons
- Eight launch modes to fire each cannon individually, simultaneously, or in sequence
- Adjustable sequence interval timing
- DMX 512 control and passthrough support
- Locking powerCON-compatible connections for power input and output

INCLUDED PARTS & ACCESSORIES

- 1 electric confetti launcher
- 2 support bases
- 6 screws to attach the support bases
- 1 Phillips-head screwdriver
- 1 wireless remote
- 1 user manual
- 1 6-foot DMX cable, 3-pin male to 3-pin female
- 1 4-foot power cable, powerCON male to Edison male
- 4 test lights

INSTALLATION

Before You Begin

1. Read these instructions thoroughly before use.
2. Check that all parts and accessories are included.
3. Confirm that your confetti cannons are designed for use with an electric launcher.

Initial Setup

1. Attach the support bases using the included screws (3 per side) and screwdriver.
2. Set the desired angle of the confetti positions and secure with the adjustment knobs.
3. Plug a power cable with a powerCON connector to the blue "POWER IN" port and twist to lock in place.

4. Use the red power switch to turn the launcher on. The LCD screen will show a brief loading graphic and then display “001” by default when it is ready, or the assigned DMX channel.
5. Optional DMX setup:
 - a. The default DMX channel is 001, but you can change this by pressing “Enter” to access the menu and assign a different DMX channel. This device uses 8 DMX channels in total. You assign the first one and the rest increment from there. For example, when set to 001, the 8 channels are 001-008, but if you assign channel 128, the channels are 128-135.
 - b. Insert your 3-pin DMX cable to the “DMX IN” port and the other end to the output of your DMX controller. When DMX signal is active, the green “DMX” light near the LCD display will illuminate to confirm the connection.
Note: When the launcher is connected to DMX, it cannot be launched with the wireless remote.

OPERATION

1. Insert an electric confetti cannon into each holder and use the adjustable knobs to secure them in place.
2. If using a DMX controller, double check that the channels assigned to the launcher are not on before plugging in your cannons.
3. If using the wireless remote, test the remote by pressing each button to ensure the light illuminates and that it triggers the red lights near the launcher channels before plugging in your cannons. Then, slide the cover over the remote buttons to prevent accidental discharge.
4. Plug the cable from each cannon into the socket directly behind each holder.
5. When the launcher is on and cannons are plugged in, it should be considered “live” and treated with caution. Do not place any part of your body in front of the confetti cannons and make sure the surrounding area is properly secured.
6. To launch your cannons via DMX:
 - a. On your DMX controller, turn on any of the 8 channels assigned to the unit to launch the desired cannon or sequence.
 - b. When triggered, each channel on the launcher will stay active for 4 seconds. It cannot be activated again until the corresponding DMX channel is first turned off.
7. To launch your cannons with the wireless remote:
 - ⏻ All shots simultaneously
 - ⬅️ All shots from inside to outside – 2 & 3, then 1 & 4
 - ➡️ All shots from left to right – 1 through 4
 - ⬅️ All shots from right to left – 4 through 1
8. To launch your cannons manually:
 - a. Press “Enter” below the LCD display and navigate the menu to the “Manual” page.
 - b. Each channel is shown with the option to set the value to “000” (off) or “001” (on). Change the value for the desired channel to “001” and press “Enter” to fire.
See “Technical Specifications” for details about each channel’s function.
 - c. Change the value back to “000” when done.

MAINTENANCE

Store the launcher in a clean, dry environment when not in use.

LIMITED WARRANTY

This Limited Warranty covers any defects in material or workmanship under normal use during the Warranty Period.

During the Warranty Period, SFX Wholesale will repair or replace, at no charge, products or parts of a product that proves defective because of improper material or workmanship, under normal use and maintenance.

WHAT WILL WE DO TO CORRECT PROBLEMS?

We will either repair the Product at no charge, using new or refurbished replacement parts, or provide a replacement.

HOW LONG DOES THE COVERAGE LAST?

The Warranty Period is 180 days from the date of purchase.

A replacement product or part assumes the remaining warranty of the original product or 90 days from the date of replacement or repair, whichever is longer.

WHAT DOES THIS LIMITED WARRANTY NOT COVER?

This Limited Warranty does not cover any problem that is caused by:

- Damage of a product resulting from unauthorized modification of the product
- Damage resulting from improper use, maintenance, transportation, or storage
- Theft or loss of the product
- Conditions, malfunctions, or damage not resulting from defects in material or workmanship
- Damage caused by force majeure, including, but not limited to: abnormal voltage, fire, earthquake, tsunami, or debris flow.

WHAT DO YOU HAVE TO DO?

To obtain warranty service, you must first contact your supplier to determine the problem and the most appropriate solution for you.

TECHNICAL SPECIFICATIONS

- Voltage: 220V/50Hz or 110V/60Hz
- Power: 60W
- Product Size: 55 x 22 x 19 c.m.
- Control Mode: DMX 512, Wireless Remote
- DMX Channel: 8 Channels
 - » Channel 1: Shot 1
 - » Channel 2: Shot 2
 - » Channel 3: Shot 3
 - » Channel 4: Shot 4
 - » Channel 5: All shots simultaneously
 - » Channel 6: All shots from left to right – 1 through 4
 - » Channel 7: All shots from right to left – 4 through 1
 - » Channel 8: All shots from inside to outside – 2 & 3, then 1 & 4

Note: The exact DMX channel used for each of the above is relative to the DMX channel assigned for the launcher. See instructions for "Optional DMX Setup" in the "Installation" section above.

APPENDIX A: LAUNCHER LAYOUT

FRONT VIEW



TOP VIEW







1. Tilt Adjustment Knob, Forward/Backward
2. Cannon Holder
3. Cannon Lock/Release Knob
4. Tilt Adjustment Knob, Left/Right
5. Fuse
6. Sockets for Electric Cannon Connectors
7. Channel Firing Indicator
8. DMX Output, 3-Pin
9. DMX Input, 3-Pin
10. DMX Signal Indicator
11. Error Indicator
12. LCD Display
13. Power Input, powerCON-compatible
14. Power Output, powerCON-compatible
15. Power Switch

APPENDIX B: WIRELESS REMOTE

Battery Type: 23A (also known as A23), 12 Volt

Note: When the launcher is connected to DMX, it cannot be launched with the wireless remote.

-  All shots simultaneously
-  All shots from inside to outside – 2 & 3, then 1 & 4
-  All shots from left to right – 1 through 4
-  All shots from right to left – 4 through 1



APPENDIX C: MENU SETTINGS

1. Setup		
	1. DMXAddr	Values: 001-512 Default: 001
	2. ID <i>A unique designation to identify your launcher. Useful if you have multiple units.</i>	Values: 001-032 Default: 001
	3. Wireless <i>Enables or disables wireless remote support.</i>	Values: YES, NO Default: YES
	4. Interval <i>Changes the timing between channels for sequential launch modes. Values represent tenths of a second from 1-10 seconds.</i>	Values: 010-100 Default: 010
	5. Return	
2. Manual		
	Channel1 <i>Fires CH. 1</i>	Values: 000, 001 Default: 000
	Channel2 <i>Fires CH. 2</i>	Values: 000, 001 Default: 000
	Channel3 <i>Fires CH. 3</i>	Values: 000, 001 Default: 000
	Channel4 <i>Fires CH. 4</i>	Values: 000, 001 Default: 000
	Channel5 <i>Fires CH. 1, 2, 3, 4 simultaneously</i>	Values: 000, 001 Default: 000
	Channel6 <i>Fires CH. 1, 2, 3, 4 sequentially per Interval timing</i>	Values: 000, 001 Default: 000
	Channel7 <i>Fires CH. 4, 3, 2, 1 sequentially per Interval timing</i>	Values: 000, 001 Default: 000
	Channel8 <i>Fires CH. 2 & 3, then 1 & 4 sequentially per Interval timing</i>	Values: 000, 001 Default: 000
	Return	
3. Display		
	1. Language	Values: EN, 中文 (Chinese) Default: EN
	2. Reverse <i>Flips the orientation of the LCD display upside down. Useful if the launcher is installed in a hanging position.</i>	Values: YES, NO Default: YES
	3. Screen	Values: YES, NO Default: YES
	4. Return	
4. Factory	<i>For factory use</i>	
5. Return		

APPENDIX D: TROUBLESHOOTING

PROBLEM	REASON	SOLUTION
The Power Indicator is not On.	The power cable is not connected.	Check the power cable.
Power is on, but the launcher is not responding to DMX.	The DMX cable is not connected. The DMX address is not set to the address used on your controll or is set higher than 512.	Check DMX cable and ensure the DMX indicator light is on. Change the DMX address. Note that the unit uses 8 channels and you can only assign as high as 505 and still have access to all 8.
The launcher is not responding to the wireless remote.	DMX cable is connected The “Wireless” option is set to “NO” in the menu. Wireless remote battery is dead.	Disconnect the DMX cable. Change “Wireless” option to “YES.” Replace wireless remote battery.
Confetti does not shoot high enough.	Problem with the electric confetti cannon. Either the type of cannon does not have a large enough compressed air bottle to propel the confetti the desired distance, or the cannon is old and the bottle has lost pressure.	Use a new electric confetti cannon.
The electric confetti cannons shot out of order.	The cannons are not connected to the launcher in the correct order.	Connect the electric confetti cannon cables to the launcher in the order you want them to fire per the labels on each channel's socket.



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